

Managing projects

AR-02-1189

Selecting a project

You can select a project which has already been created using the Project Manager or Cue Editor panels. Only one project can be selected at a time.

Selecting a project

You can select a project using the Project Manager panel (Show All or Show Project mode) or the Cue Editor panel.

1. Select the Project Manager or Cue Editor panel.
2. Click the scroll arrows next to the Proj field at the top of the screen to select a project.

OR

Enter a number after the Proj field and press Return.

There is another way to select a project.

1. Select the Project Manager panel and display in the Show All mode.
2. Click the command **Select Project** at the bottom of the panel.
3. Click in the track area of the project you want to select, and then click [OK] in the dialog.

PROJECT MANAGER									
Proj	1. Commercial 7/25/88	Start	0:00	End	6:23	Rate	50.0	Unlocked	M
	Commercial 7/25/88	A&E 5/11/88	CBC						
1									
2									
3									
4									
5									
6									
7									
8									
Show Proj	Select Proj	New Proj	Change Lock			Erase Proj	Erase All		

The Project Manager panel

CUE EDITOR									
VOX 10								Proj: 1. Various Voices	P
00:03:10.23.13	SHOW EDIT							SHOW CUES	01 02 03 04
IN	OUT								05 06 07 08
									09 10 11 12
									13 14 15 16
									M1 M2 M3 M4
Block	Save	PREVIEW SLIDE	CUE	CLIP 1	CLIP 2	CLIP 3	COPY	CUT	DELETE
Sync: Pre	Audit	REEL A	REEL B	REEL C	REEL D	EXCHANGE	CHAIN	PASTE	EXTRACT
00:23:15.29.06	L	REEL E	REEL F	REEL G	REEL H	FILL	SLIDE		
PLACE IN SEQ	REPLACE IN SEQ	TRK: 1	LEADER	DISPLACED AUDIO	RENAME	DELETE CUE	RECALL	TRANSFER TO POLY	
In	00:03:10.23.13								
Dur	00:00:03:09.12								
Edit	00:00:00:00.00								
Len	00:00:00:00.00								

The Cue Editor panel

Creating a project

If you want to begin a new project, you must create a project area and set certain parameters.

Project parameters

To create a new project, you must set certain parameters which define the limits of your project. They should be set before beginning recording.

- | | |
|----------------------|--|
| Project name | The name should be specific enough to clearly identify your project, without exceeding 24 characters. This name can be changed. |
| Sampling rate | The sampling rate for recording and playing back is the same for all tracks in the project. It can be set to any number from 1–100 kHz; 50 kHz is the default. The sampling rate should be set before recording. When you change the sampling rate, the available recording time automatically changes to reflect the new rate. The start and end times of the project on the disk, however, do not change automatically. If you change the sampling rate after recording, playback will be changed. |

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Project parameters (con't)

Start time The start time defines the time on all tracks at which a project begins, normally at the beginning of the tracks or just after the end of the previous project. Projects cannot overlap. The start time can be changed before recording, but it cannot be changed after recording. Start time is shown as Minutes : Seconds, based on a 50 kHz sampling rate.

End time The end time defines the time on all tracks at which the project ends, normally just before the start of the following project, or at the end of the disk. The end time can be changed before or after recording, but it cannot be less than the time at which you stopped recording. End time is shown as Minutes : Seconds, based on a 50 kHz sampling rate.

Creating a project (con't)

Time displays

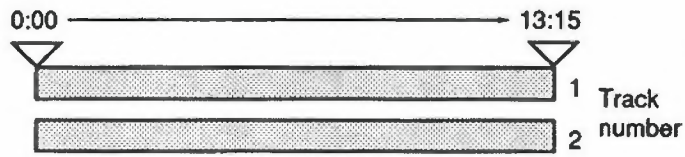
Because you can have more than one project on the system, time on the Direct-to-Disk is referred to in two ways—disk time and project time.

- **Disk time**, calculated from the beginning of the tracks, is used primarily when creating a project to designate where in the entire system the project is located.
- **Project time**, calculated from the beginning of a specific project, starts at zero (regardless of the actual location on the tracks) and measures time elapsed from the beginning of the project.

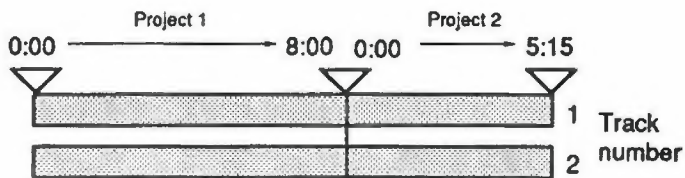
Almost all times appear as project time in the system. The instructions will indicate when this is not the case.

The amount of disk time or project time initially shown on the displays is based on a 50 kHz sampling rate. If you select a sampling rate other than 50 kHz, you must calculate the actual adjusted time. For instance, 5 minutes recorded at 50 kHz equal 2.5 minutes recorded at 100 kHz or 10 minutes recorded at 25 kHz.

Disk Time



Project Time



Creating a project (con't)

Entering the project parameters

The Project Manager lists information concerning all projects available to the Direct-to-Disk system.

1. Display the Project Manager panel in Show All mode.
2. Use the Proj scroll arrows to scroll to an empty space.

OR

Click the New Proj button at the bottom of the panel and click OK.

3. *Name the project.* Type the name of your new project into the Proj field.
4. *Enter project's disk start and end times.* Type the start and end times of the project in the Start and End fields.
5. *Enter the sampling rate.* If you want a sampling rate other than 50 kHz, type the number into the Rate field.

*The Project
Manager in Show
All mode*

PROJECT MANAGER						
◆ Proj	1. Commercial 7/25/88	Start 0:00	End 6:23	Rate 60.0	Unlocked	M
	Commercial 7/25/88	A&E 5/11/88	CBC			
1						
2						
3						
4						
5						
6						
7						
8						
<div> Show Proj Select Proj New Proj Change Lock Erase Proj Erase All </div>						

Creating a project (con't)

Displaying tracks

Each track in your project is listed in the Project Manager panel in the Show Project mode. When you enter a track name, it should be specific enough to clearly identify your track, without exceeding 16 characters. The track title can be changed before or after recording.

Tracks which are not in use can be used for typing captions related to the project or tracks. These captions are stored with the project.

1. Display the Project Manager panel in Show Project mode.
2. Select an empty track under Track Title and type the track name.

You can change the number of tracks displayed in the Project Manager using the **Size** command at the bottom right of the panel.

- Enter the number of tracks you want displayed into the Size field and press Return.

Checking the status of your project

You can check the recording status of your current project by looking at the status and modify setting at the top right of the Project Manager panel.

Project Status and Modify Settings

Status	Meaning
Unlocked*	Project has recorded material on it and is available for recording.
Locked*	Project is protected from accidental erasure. You can play back audio from the project tracks but you cannot record, erase tracks, erase the project or load a project. (You can only lock a project that has recorded material on it.)
M lighted	Project has been modified by recording.
M unlighted	Project has not been modified.

* Instructions for locking a project are given in "Protecting projects and tracks" in the section "Recording."

Deleting a project

Deleting a project permanently removes it from the Direct-to-Disk tracks.

Deleting a project

A project can be deleted from the system to make room for other projects. Deleting a project erases all recorded material in this project. *Make sure your project is backed up first.**

1. Display the Project Manager panel in the Show All mode.
2. Click the **Erase Proj** command at the bottom of the panel.
3. Click the Project Title of the project you want to delete.
4. Click [OK] in the dialog.
5. Enter zero into the Start and End times of the selected project.

The project is removed from the system.

To erase all projects, follow the above instruction using the **Erase All** command in place of **Erase Proj**.

** For more information, see the section "Storing and recalling projects, tracks and cues."*